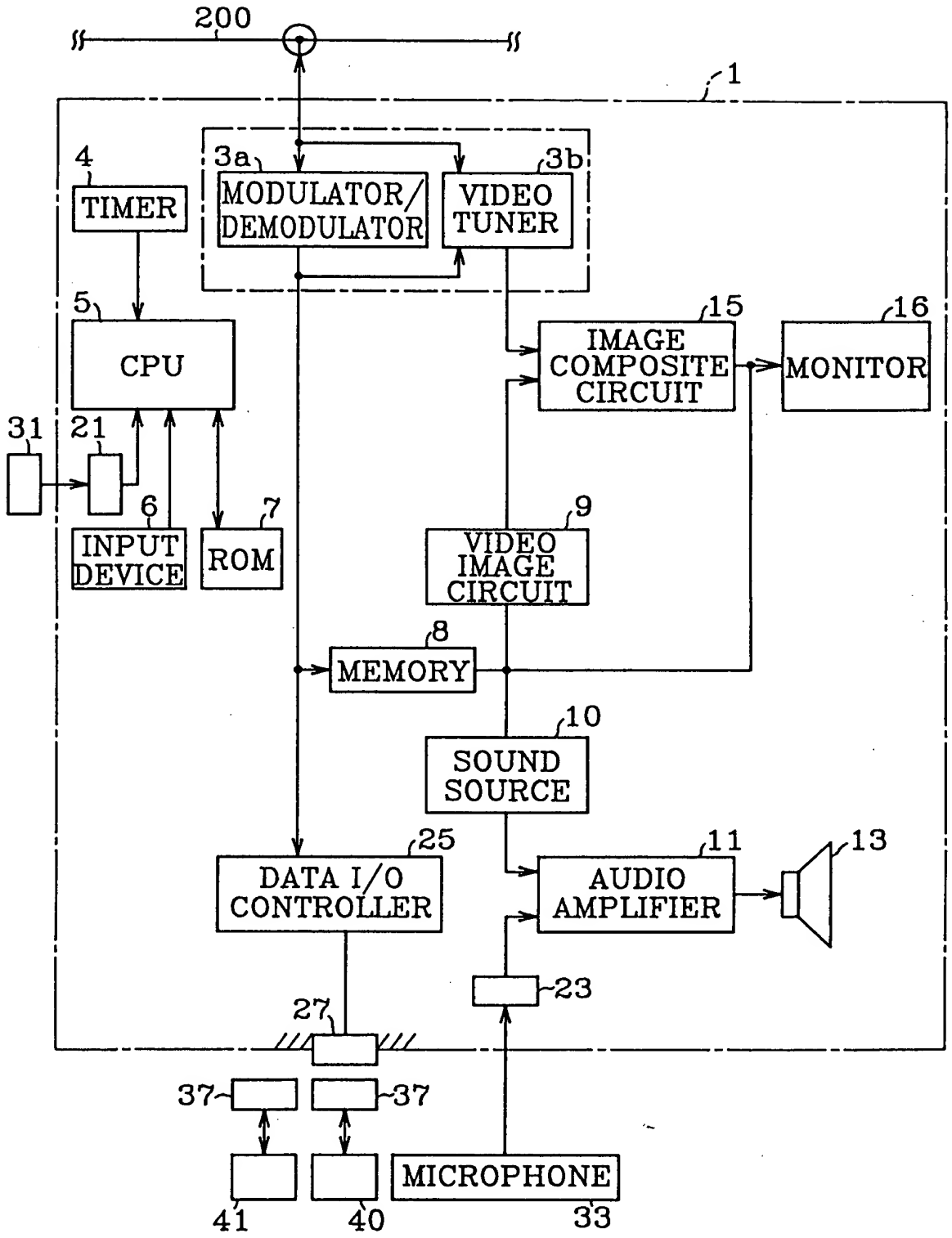
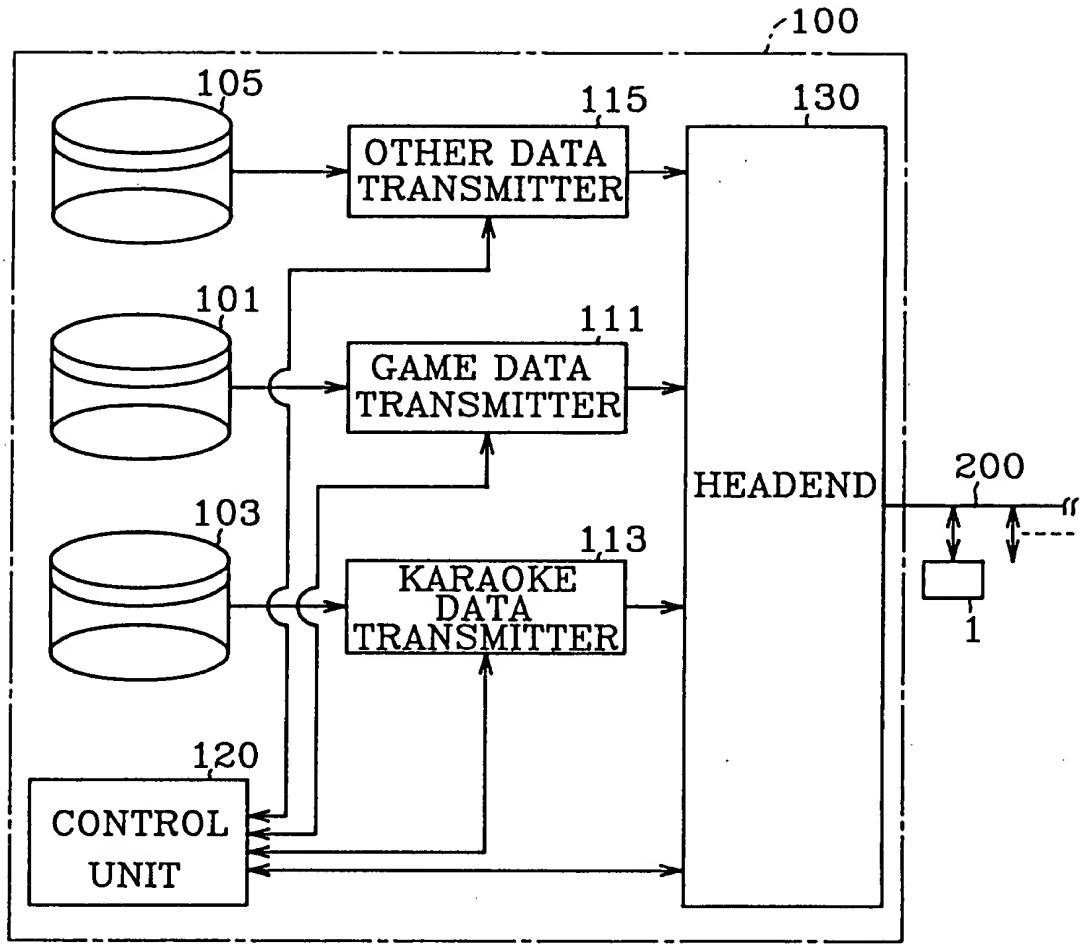
330
11-1

FIG. 1



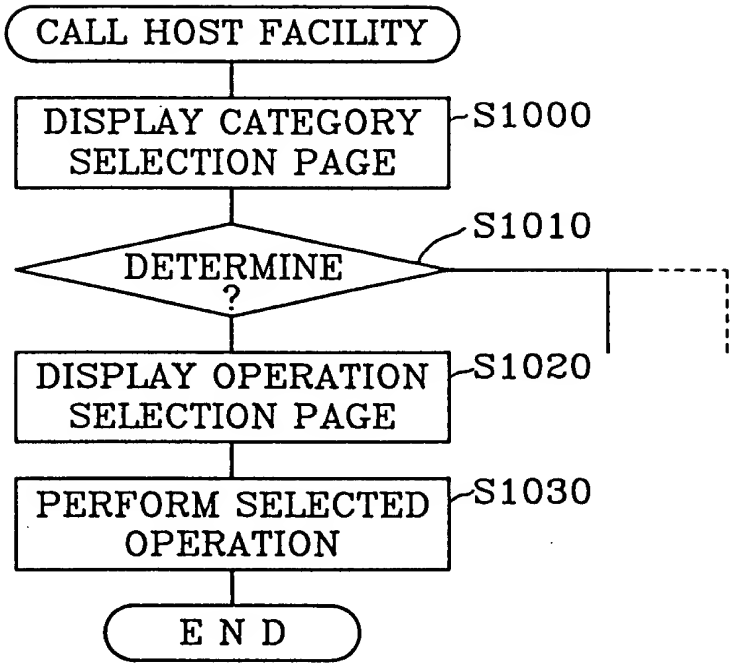
O.G. FIG. 1 of 2
CLASS 463 SUBCLASS 40
DRAFTSMAN

FIG.2



O.G. FIG. 1 & 2
CLASS 463
SUBCLASS 40
DRAFTSMAN

FIG.3



ART UNIT | CLASS | SUBCLASS
BY: DRAFTSMAN
O.G. FIG.

FIG.4

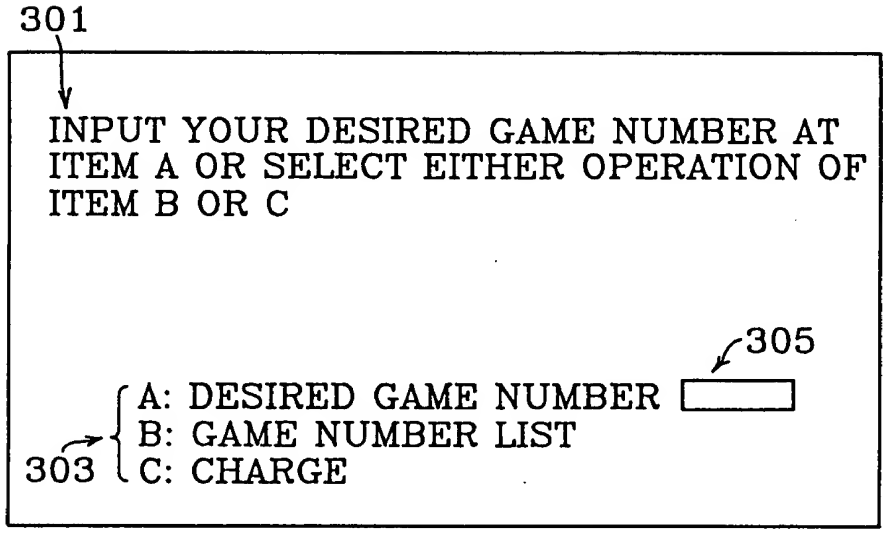
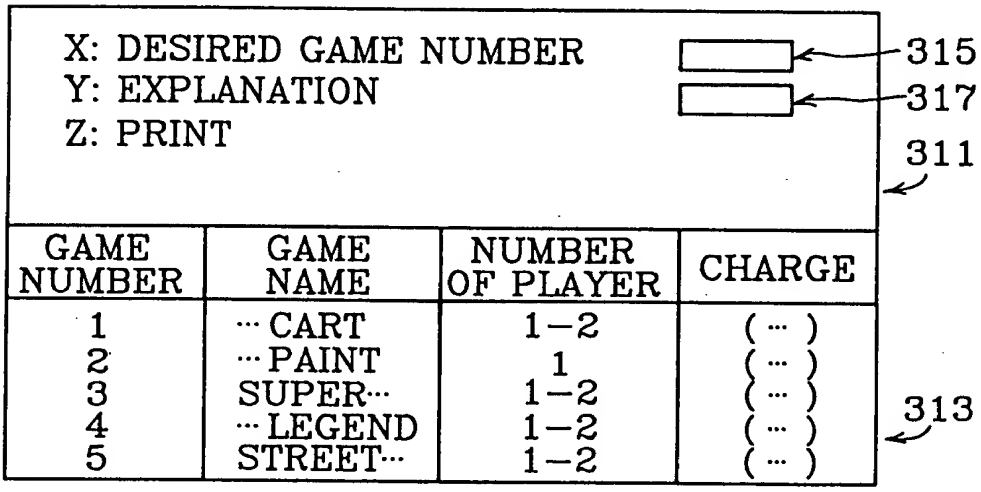


FIG. CLASS SUBCLASS DRAFTSMAN

5775995

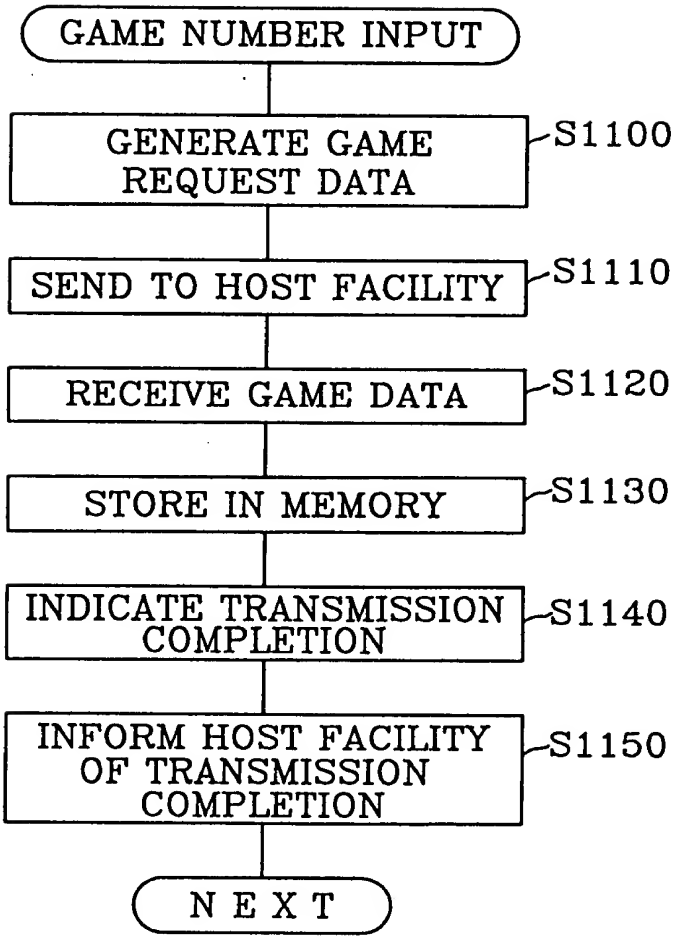
FIG.5



GAME NUMBER	GAME NAME	NUMBER OF PLAYER	CHARGE
1	··· CART	1−2	(···)
2	··· PAINT	1	(···)
3	SUPER···	1−2	(···)
4	··· LEGEND	1−2	(···)
5	STREET···	1−2	(···)

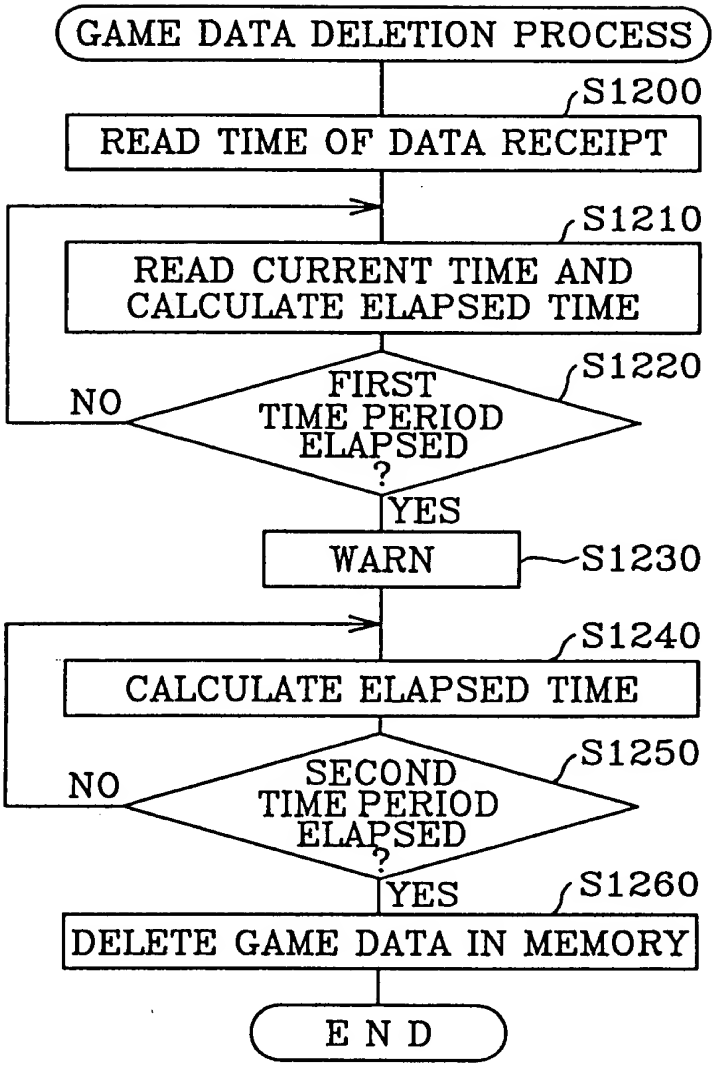
FIG. CLASS SUBCLASS DRAFTSMAN

FIG.6



O.G. FIG.
CLASS
SUBCLASS
BY
DRAFTSMAN

FIG.7



O.G. FIG. SUBCLASS CLASS DRAFTSMAN

FIG.8A

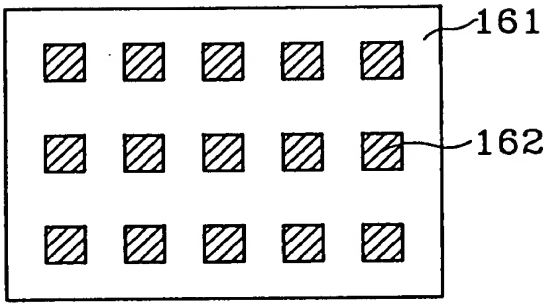


FIG. 8
SUBGLASS
CLASS
DRAFTSMAN

FIG.8B

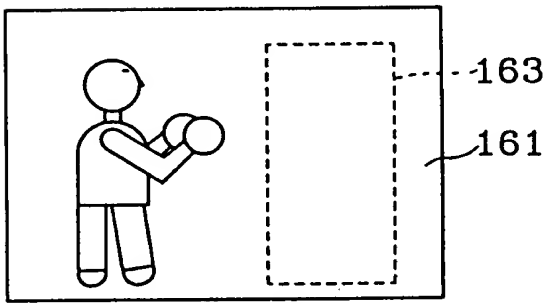
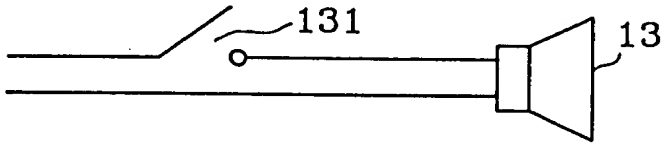


FIG.8C



O.G. FIG.
CLASS
SUBCLASS
BY
DRAFTSMAN

FIG.8D

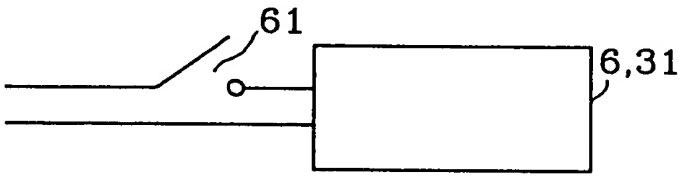


FIG.9

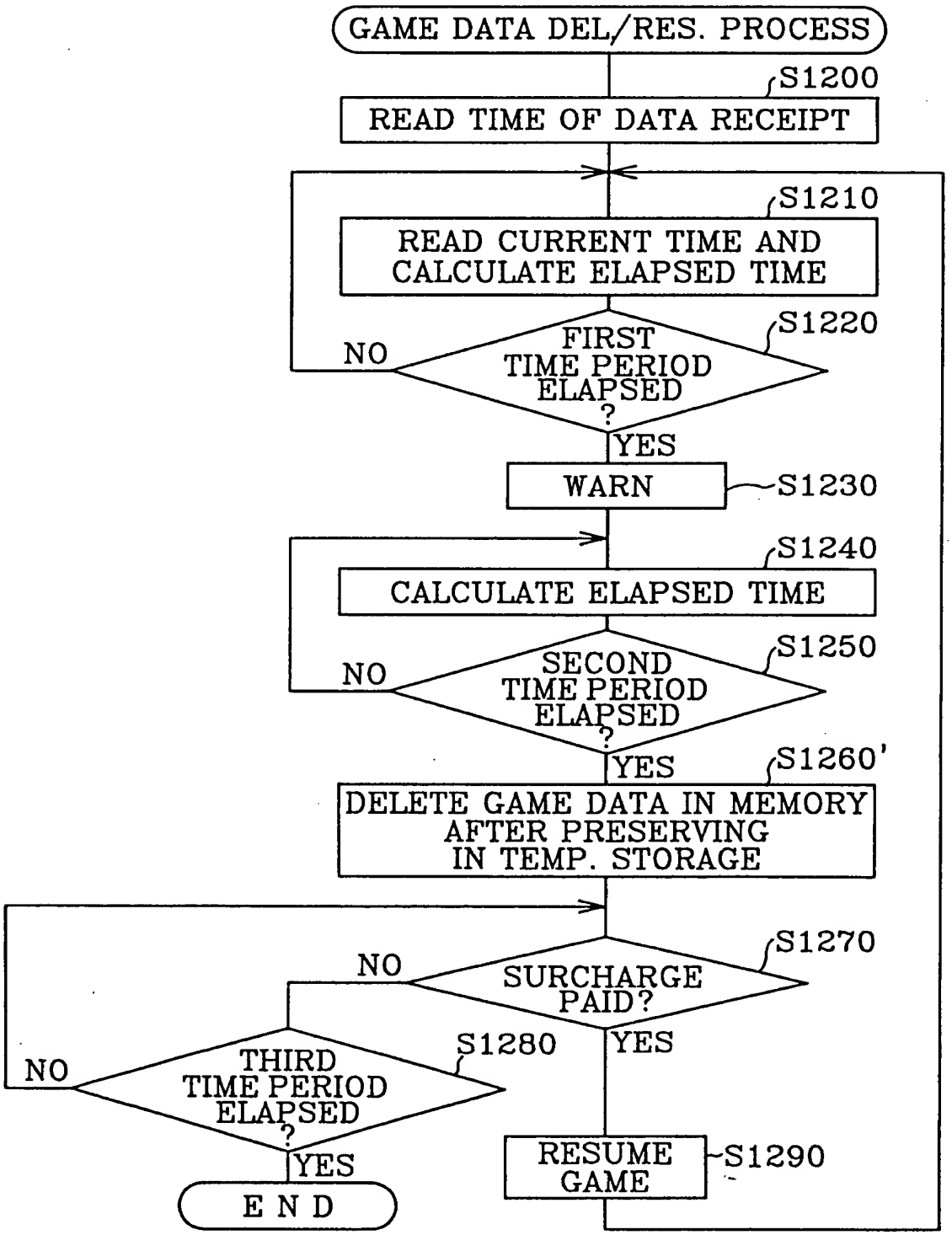

GAME DATA DEL/RES. PROCESS
S1200
READ TIME OF DATA RECEIPT
S1210
READ CURRENT TIME AND CALCULATE ELAPSED TIME
S1220
FIRST TIME PERIOD ELAPSED ?
NO
YES
WARN
S1230
S1240
CALCULATE ELAPSED TIME
S1250
SECOND TIME PERIOD ELAPSED ?
NO
YES
S1260'
DELETE GAME DATA IN MEMORY AFTER PRESERVING IN TEMP. STORAGE
S1270
SURCHARGE PAID?
NO
YES
S1280
THIRD TIME PERIOD ELAPSED ?
NO
YES
RESUME GAME
S1290
E N D

FIG.10

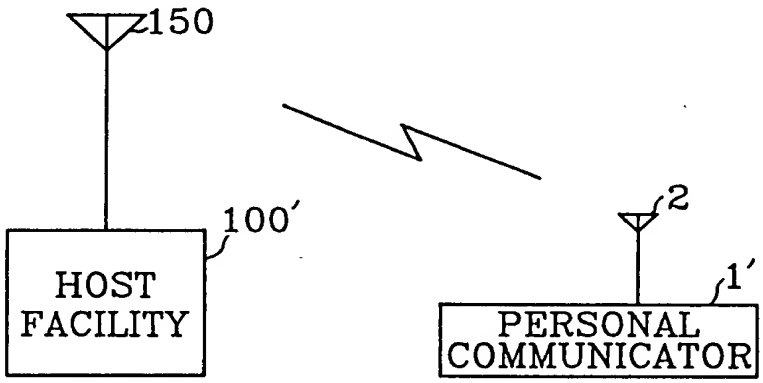


FIG. CLASS SUBCLASS BY DRAFTSMAN

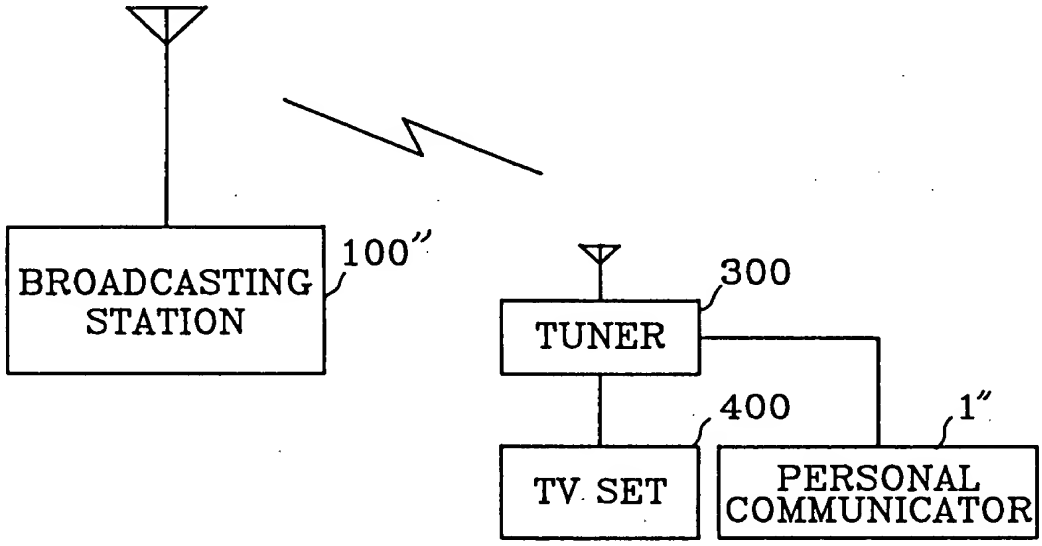



FIG.11